symbols for replacement;

selecting said chosen number of replacement symbols;

replacing said chosen number of initial symbols on said monitor with replacement symbols;

determining whether said replacement symbols and any remaining initial symbols arrayed in multiple symbol columns and rows constitute a winning combination; and,

rewarding a winning combination.

18. (Twice Amended) A method of operating an electronic gaming apparatus having a plurality of symbols and background colors arrayed in multiple columns and rows on its monitor comprising the steps of:

selecting initial symbols and initial background colors for said symbols to be so arrayed in said multiple columns and rows;

designating a chosen number, from none to all, of said initial symbols and initial background colors for replacement;

selecting said chosen number of replacement symbols and background colors;

replacing said chosen number of initial symbols and initial background colors on said monitor with replacement symbols and replacement background colors; and,

determining whether said replacement symbols and replacement background colors together with any remaining initial symbols and initial background colors arrayed in multiple columns and rows constitute a winning combination; and,

rewarding a winning combination.

20. (Twice Amended) An electronic gaming apparatus comprising:

a monitor for displaying a plurality of symbols arrayed in multiple symbol columns and rows;

a memory which stores a list of possible symbols to be displayed on said monitor;

a microprocessor to select symbols from said memory for display on said monitor and to determine whether a final group of displayed symbols creates a winning or losing game;

a first switch to initiate game play by causing the microprocessor to select an initial set of symbols and display those initial symbols arrayed in multiple symbol columns and rows on said monitor; and,

a second switch to complete game play by allowing the player to choose for replacement from none to all [one or more] of said initial symbols and have said microprocessor randomly select said replacement symbols from a list of possible symbols in said memory and then display on said monitor said replacement symbols together with any remaining initial symbols to create said final group of displayed symbols arrayed in multiple symbol columns and rows.

REMARKS

Claims 1-13 and 15-30 are in this case for consideration. Claims 1, 18 and 20 have been amended to show that any number of replacement symbols can be selected and still be within the scope of Applicant's invention. An Appendix is provided at the conclusion of this Amendment with all the pending claims presented, as amended.

A.   Formal Matters

Applicant's May 8, 2000 "Terminal Disclaimer" has not been accepted because Applicant has purportedly submitted insufficient evidence of a chain of title from the inventor to the assignee. To overcome this objection, Applicant is submitting with this Amendment a "Certificate Under 37 C.F.R. § 3.73(b)," with attached assignment documents, which duly shows that the assignee who executed the "Terminal Disclaimer," Infinity Group, Inc., is indeed the owner to all title and interest to the present application and is legally empowered to execute the previously submitted "Terminal Disclaimer."